TEACH-ME®

New Math Subtraction

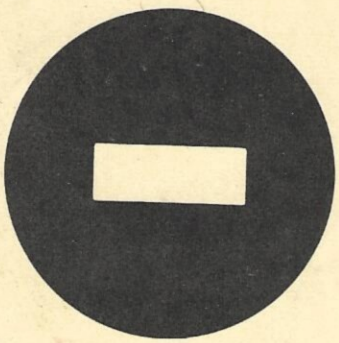
CONTAINS: 100 BASIC SUBTRACTION PROBLEMS
2 SLIDE VARIABLES • 2 PROGRESS TEST SHEETS

FLASH CARDS

7 – 2 = □

McGRAW-HILL

LEARN WITH PARENT TEACHER AIDS FOR SCHOOL AND HOME



TEACH-ME®
Parent Teacher Aids

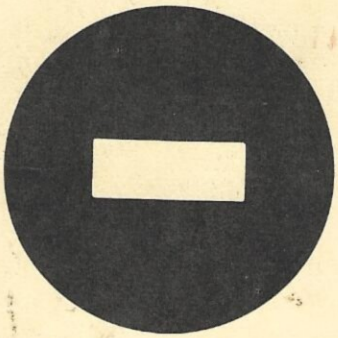
New Math Subtraction FLASH CARDS

McGraw-Hill Book Co.
330 West 42nd Street
New York N. Y. 10036

Copyright © 1965 by McGraw-Hill, Inc. All rights reserved.

See other side for list of available Parent Teacher Aids Teach-Me® Flash Cards

TEACH-ME®



How to use new math subtraction flash cards

The cards cover the 100 basic Subtraction combinations displayed as equations. All current elementary school arithmetic programs use this technique. Mastery of the combinations is easily coordinated with applications to problem solving using a simple displayed equation.

The problems are numbered 1 to 100. The first 50 are on one side of the cards; the last 50 on the other. The slide variable is designed to cover any numeral on any card. Hook the tab over the right side of the card with the cut-out window facing you. The numeral appearing in the little window is the answer or solution set. It shows the numeral you have blanked out in the equation. This is to make it unnecessary to look at the combination yourself before flashing it to the child. As you move the variable across the card, the second and third equations involving subtraction are created and answered.

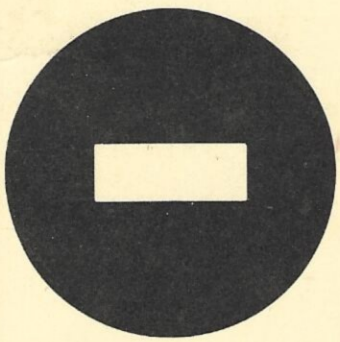
Example: $\square - 8 = 3$ $\quad 11 - \square = 3$ $\quad 11 - 8 = \square$

This feature makes possible 3 variations of each equation on each side of the card. The first two slide positions require the inverse of subtraction (addition) to find the solution set.

It's best to play with the first 50 only until those problems are thoroughly known. If the child is missing too many answers, start with only the first 15 or 20 problems. If the child knows the answers, he gets the cards. If not, you lay them aside. Then count his "winners" and keep score. Now mix them all up again and suggest another run through. Keep this up until all the cards you are playing with at the time are "winners," or until the child has lost interest.

Note: After the child indicates mastery of all the problems it is time to use the Progress Test Sheets.

TEACH-ME®



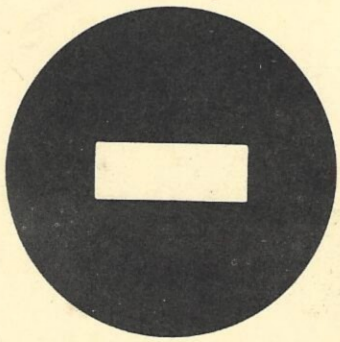
a child can play alone or with others

Once the child understands how the slide variable is used he can play without your help. The problems he knows go in one pile, those not known go in another. For the answer to the unknowns he must have the slide variable in position, turn the card to the reverse side and find the solution appearing in the little picture window. With practice he will learn these. He then shuffles the known and unknown together and runs through the cards again. When the child plays alone, frequent testing is important. Otherwise he may be practicing the wrong answers. He can be tested by a run through of the problems he has put in his "known" pile, or by use of a Progress Test Sheet.

Two can play together. They can take turns being "teacher". If more than two are playing, the "teacher" gives the card to the first child who calls all the correct answers.

If you keep this a game, you'll be amazed how rapidly the child will know all the basic combinations using the digits 0 through 9.

List of Parent Teacher Aids **TEACH-ME® FLASH CARDS**



To Teachers: If you would like further information about Parent Teacher Aids Flash Cards please write to the publisher for free catalog.

To Parents: With these flash cards you can give your child extra learning AT HOME. There are two extremely important points to remember: 1. Always work closely with the child's teacher. 2. KEEP IT FUN—make learning a game. Avoid pressure. Praise the child for what he can do, even if you feel he should do better.

All titles available at $1.00 per set in the book, toy, and stationery sections of department stores, and in book, toy, gift, and neighborhood stores.

READING
ALPHABET
PRE-PRIMER WORDS
PRIMER WORDS
PHONICS

NEW MATH
NEW MATH ADDITION
NEW MATH SUBTRACTION
NEW MATH MULTIPLICATION
NEW MATH DIVISION

STANDARD MATH
ADDITION
SUBTRACTION
MULTIPLICATION
DIVISION
NUMBER CONCEPTS
FRACTIONS

FOREIGN LANGUAGE
FRENCH Vocabulary Words
FRENCH Phrase-Sentence Cards
SPANISH Vocabulary Words
SPANISH Phrase-Sentence Cards
GERMAN Vocabulary Words
GERMAN Phrase-Sentence Cards
RUSSIAN Alphabet and Numbers

McGRAW-HILL BOOK COMPANY, 330 West 42nd Street, New York, N.Y. 10036

Problem 1

$$0 - 0 = 0$$

Problem 2

$$1 - 0 = 1$$

Problem 3

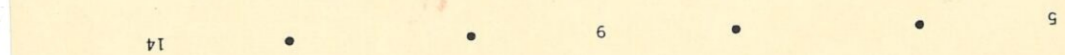
$$2 - 0 = 2$$

Problem 4

$$3 - 0 = 3$$

Problem 5

$$4 - 0 = 4$$



Problem 6

$$5 - 0 = 5$$

Problem 7

$$6 - 0 = 6$$

12 • • 9 • • 3

Problem 8

$$7 - 0 = 7$$

11 • • 9 • • 2

Problem 9

8 − 0 = 8

10 • • 6 • • 1

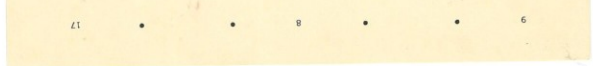
Problem 10

9 − 0 = 9

6 • • 6 • • 0

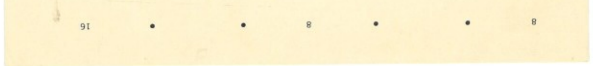
Problem 11

$$1 - 1 = 0$$



Problem 12

$$2 - 1 = 1$$



Problem 13

$$3 - 1 = 2$$

15 • • 8 • • 7

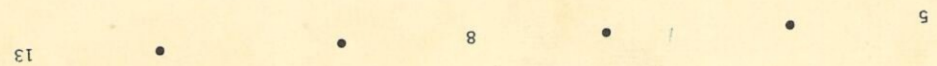
Problem 14

$$4 - 1 = 3$$

14 • • 8 • • 9

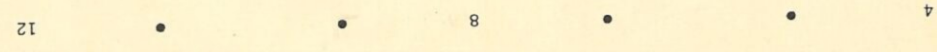
Problem 15

$$5 - 1 = 4$$



Problem 16

$$6 - 1 = 5$$



Problem 17

$$7 - 1 = 6$$

Problem 18

$$8 - 1 = 7$$

Problem 19

$$9 - 1 = 8$$

6 8 1

Problem 20

$$10 - 1 = 9$$

8 8 0

Problem 21

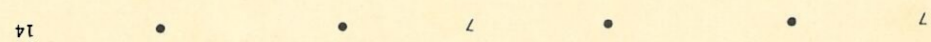
$$2 - 2 = 0$$

Problem 22

$$3 - 2 = 1$$

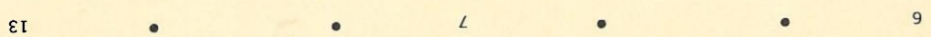
Problem 23

$$4 - 2 = 2$$



Problem 24

$$5 - 2 = 3$$



Problem 25

$$6 - 2 = 4$$

12 • • 7 • • 5

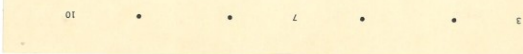
Problem 26

$$7 - 2 = 5$$

11 • • 7 • • 4

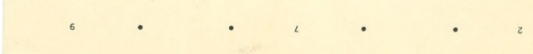
Problem 27

$$8 - 2 = 6$$



Problem 28

$$9 - 2 = 7$$



Problem 29

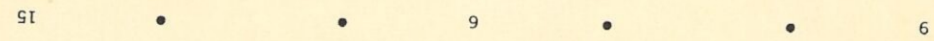
$$10 - 2 = 8$$

Problem 30

$$11 - 2 = 9$$

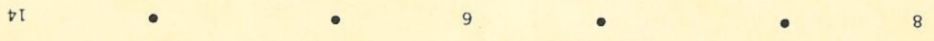
Problem 31

$$3 - 3 = 0$$



Problem 32

$$4 - 3 = 1$$



Problem 33

$$5 - 3 = 2$$

13 • • 6 • • 7

Problem 34

$$6 - 3 = 3$$

12 • • 6 • • 9

Problem 35

$$7 - 3 = 4$$

Problem 36

$$8 - 3 = 5$$

Problem 37

$$9 - 3 = 6$$

Problem 38

$$10 - 3 = 7$$

Problem 39

$$11 - 3 = 8$$

7 • • 9 • • 1

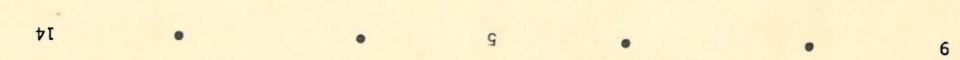
Problem 40

$$12 - 3 = 9$$

9 • • 9 • • 0

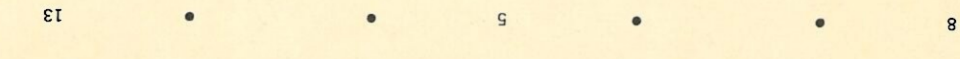
Problem 41

$$4 - 4 = 0$$



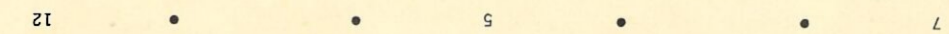
Problem 42

$$5 - 4 = 1$$



Problem 43

$$6 - 4 = 2$$



Problem 44

$$7 - 4 = 3$$

Problem 45

$$8 - 4 = 4$$

Problem 46

$$9 - 4 = 5$$

Problem 47

$$10 - 4 = 6$$

8 • • 5 • • 3

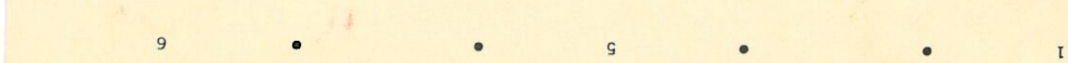
Problem 48

$$11 - 4 = 7$$

7 • • 5 • • 2

Problem 49

$$12 - 4 = 8$$



Problem 50

$$13 - 4 = 9$$

Problem 51

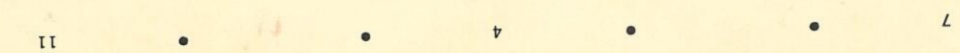
$$5 - 5 = 0$$

Problem 52

$$6 - 5 = 1$$

Problem 53

$$7 - 5 = 2$$



Problem 54

$$8 - 5 = 3$$

Problem 55

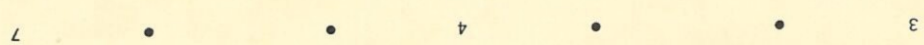
$$9 - 5 = 4$$

Problem 56

$$10 - 5 = 5$$

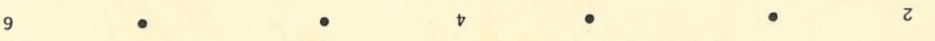
Problem 57

$$11 - 5 = 6$$



Problem 58

$$12 - 5 = 7$$



Problem 59

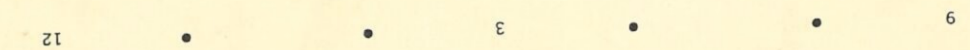
$$13 - 5 = 8$$

Problem 60

$$14 - 5 = 9$$

Problem 61

$$6 - 6 = 0$$



Problem 62

$$7 - 6 = 1$$

Problem 63

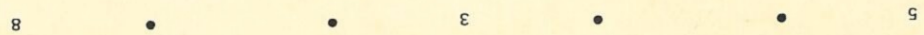
$$8 - 6 = 2$$

Problem 64

$$9 - 6 = 3$$

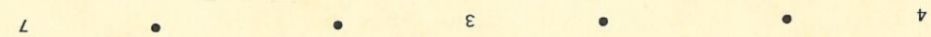
Problem 65

$$10 - 6 = 4$$



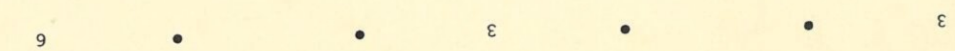
Problem 66

$$11 - 6 = 5$$



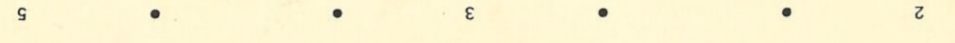
Problem 67

$$12 - 6 = 6$$



Problem 68

$$13 - 6 = 7$$

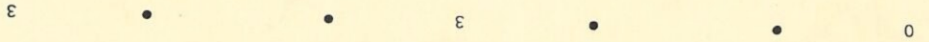


Problem 69

$$14 - 6 = 8$$

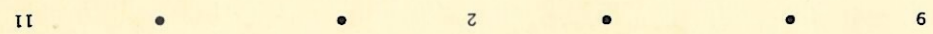
Problem 70

$$15 - 6 = 9$$



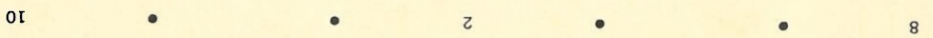
Problem 71

$$7 - 7 = 0$$



Problem 72

$$8 - 7 = 1$$

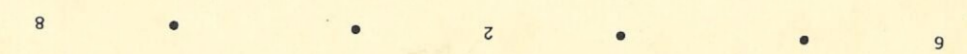


Problem 73

$$9 - 7 = 2$$

Problem 74

$$10 - 7 = 3$$



Problem 75

$$11 - 7 = 4$$

7 • • 2 • • 5

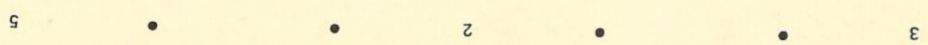
Problem 76

$$12 - 7 = 5$$

6 • • 2 • • 4

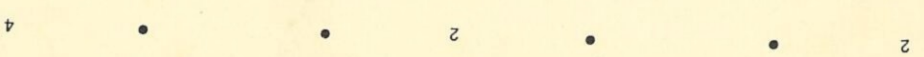
Problem 77

$$13 - 7 = 6$$



Problem 78

$$14 - 7 = 7$$



Problem 79

$$15 - 7 = 8$$

3 • • 2 • • 1

Problem 80

$$16 - 7 = 9$$

2 • • 2 • • 0

Problem 81

$$8 - 8 = 0$$

10 • • 1 • • 6

Problem 82

$$9 - 8 = 1$$

9 • • 1 • • 8

Problem 83

$$10 - 8 = 2$$

8 • • 1 • • 7

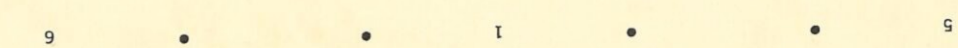
Problem 84

$$11 - 8 = 3$$

7 • • 1 • • 9

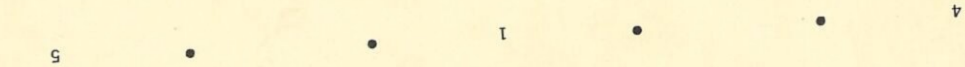
Problem 85

$$12 - 8 = 4$$



Problem 86

$$13 - 8 = 5$$



Problem 87

$$14 - 8 = 6$$

4 • • 1 • • 3

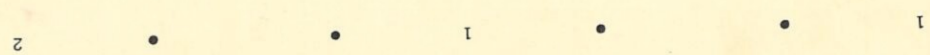
Problem 88

$$15 - 8 = 7$$

3 • • 1 • • 2

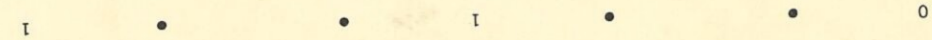
Problem 89

$$16 - 8 = 8$$



Problem 90

$$17 - 8 = 9$$



Problem 91

$$9 - 9 = 0$$

6 • • 0 • • 6

Problem 92

$$10 - 9 = 1$$

8 • • 0 • • 8

Problem 93

$$11 - 9 = 2$$

Problem 94

$$12 - 9 = 3$$

Problem 95

$$13 - 9 = 4$$

5 • • 0 • • 5

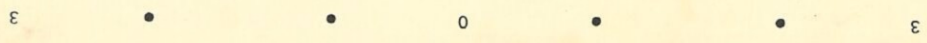
Problem 96

$$14 - 9 = 5$$

4 • • 0 • • 4

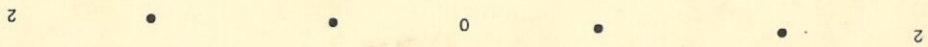
Problem 97

$$15 - 9 = 6$$



Problem 98

$$16 - 9 = 7$$



Problem 99

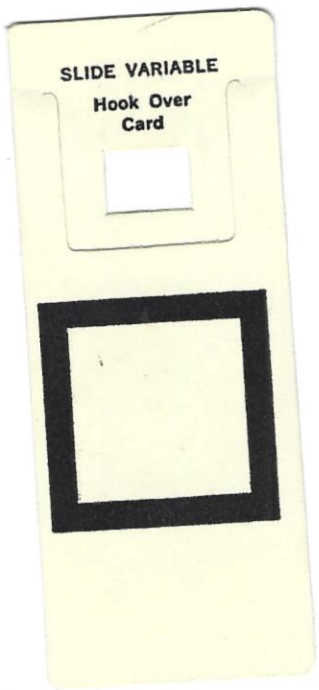
17 − 9 = 8

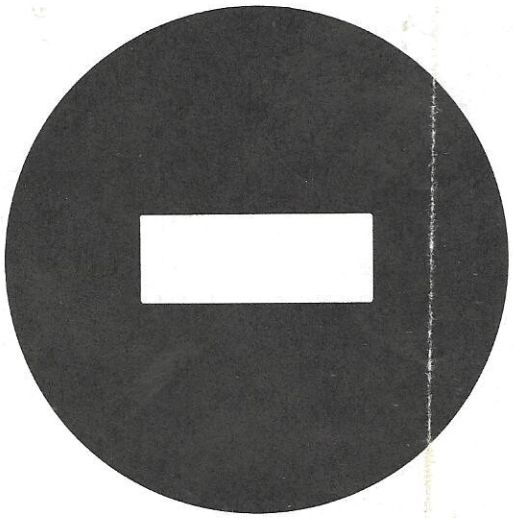
1 • • 0 • • 1

Problem 100

18 − 9 = 9

0 • • 0 • • 0


SLIDE VARIABLE
Hook Over
Card



SET 2a

Problems 1 to 100

How to use these new math progress test sheets

TEACH-ME®

New Math Subtraction FLASH CARDS

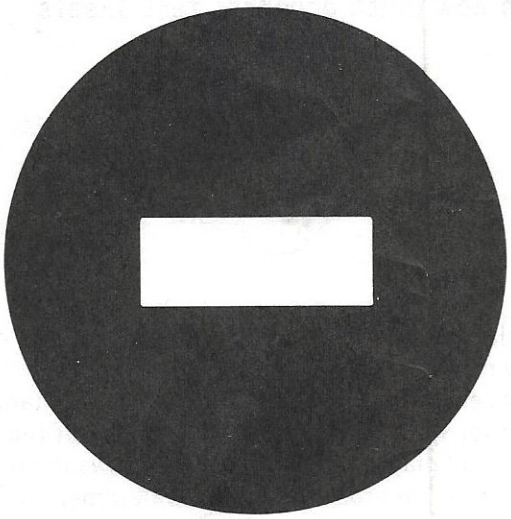
After the child has played with problems 1 to 100 of the flash cards long enough to know most of the answers, it is time to introduce this test sheet. Let the child work alone. Do not stand over him. Praise him for what he has done. Then pick out the flash cards he has missed, and play with these until he knows them.

Finally, give a test of all the problems at the same time. Then pick out the flash card problems he has missed and play with those until he knows them.

Copyright © 1965 by McGraw-Hill, Inc. All rights reserved.

McGRAW-HILL BOOK COMPANY, 330 W. 42nd Street, New York, N.Y. 10036

9-0=□	2-□=1	□-3=2	6-□=2	□-3=5
4-1=□	□-0=0	4-□=2	□-4=0	6-3=□
1-□=1	□-1=9	3-□=1	13-4=□	□-3=0
9-□=7	□-4=1	□-1=2	8-0=□	10-□=8
□-2=4	4-3=□	□-0=7	8-1=□	12-□=8
2-2=□	6-□=5	□-0=2	12-□=9	□-4=3
1-1=□	□-0=3	9-3=□	11-□=9	8-4=□
□-0=5	7-□=4	8-2=□	9-□=8	10-4=□
□-2=3	7-□=6	6-0=□	11-□=8	9-4=□
7-□=5	□-1=4	4-□=4	□-3=7	11-4=□



SET 2a

Problems 1 to 100

PARENT
TEACHER
AIDS
TEACH-ME
FLASH CARDS
FOR
ARITHMETIC
AND
READING

With Progress Test Sheets available at your local store.
$1.00 per set

Set 1 ADDITION
Set 2 SUBTRACTION
Set 3 MULTIPLICATION
Set 4 DIVISION
Set 1a NEW MATH ADDITION
Set 2a NEW MATH SUBTRACTION
Set 3a NEW MATH MULTIPLICATION
Set 4a NEW MATH DIVISION
Set 5 ALPHABET
Set 6 PRE-PRIMER WORDS
Set 7 PRIMER WORDS
Set 8 PHONICS
Set 9 NUMBER CONCEPTS
Set 10 FRACTIONS

McGRAW-HILL BOOK CO.
330 West 42nd Street, New York, N.Y. 10036

7-□=2	9-7=□	□-6=2	13-8=□	17-□=8
□-6=0	16-7=□	□-5=9	8-□=0	10-9=□
15-□=9	6-5=□	□-7=4	17-8=□	18-□=9
□-8=1	12-□=7	□-9=0	10-6=□	8-□=1
□-7=8	12-6=□	□-5=8	16-□=8	13-9=□
11-□=3	7-6=□	□-9=2	5-□=0	7-7=□
14-□=6	□-5=5	14-6=□	□-7=6	16-□=7
□-5=3	15-8=□	11-□=5	14-9=□	□-7=3
12-□=4	□-6=7	12-7=□	11-□=6	15-9=□
10-□=2	□-6=3	12-9=□	14-□=7	□-5=4